

FIG. 1

200

```
public delegate void EventHandler(object sender, EventArgs e);  
public class Button  
{  
    public event EventHandler Click;  
  
    public void Reset() {  
        Click = null;  
    }  
}
```

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**FIG. 2**

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```
public class Form1
{
    public Form1() {
        // Add Button1_Click as an event handler for Button1's Click
        Button1.Click += new EventHandler(Button1_Click);
    }

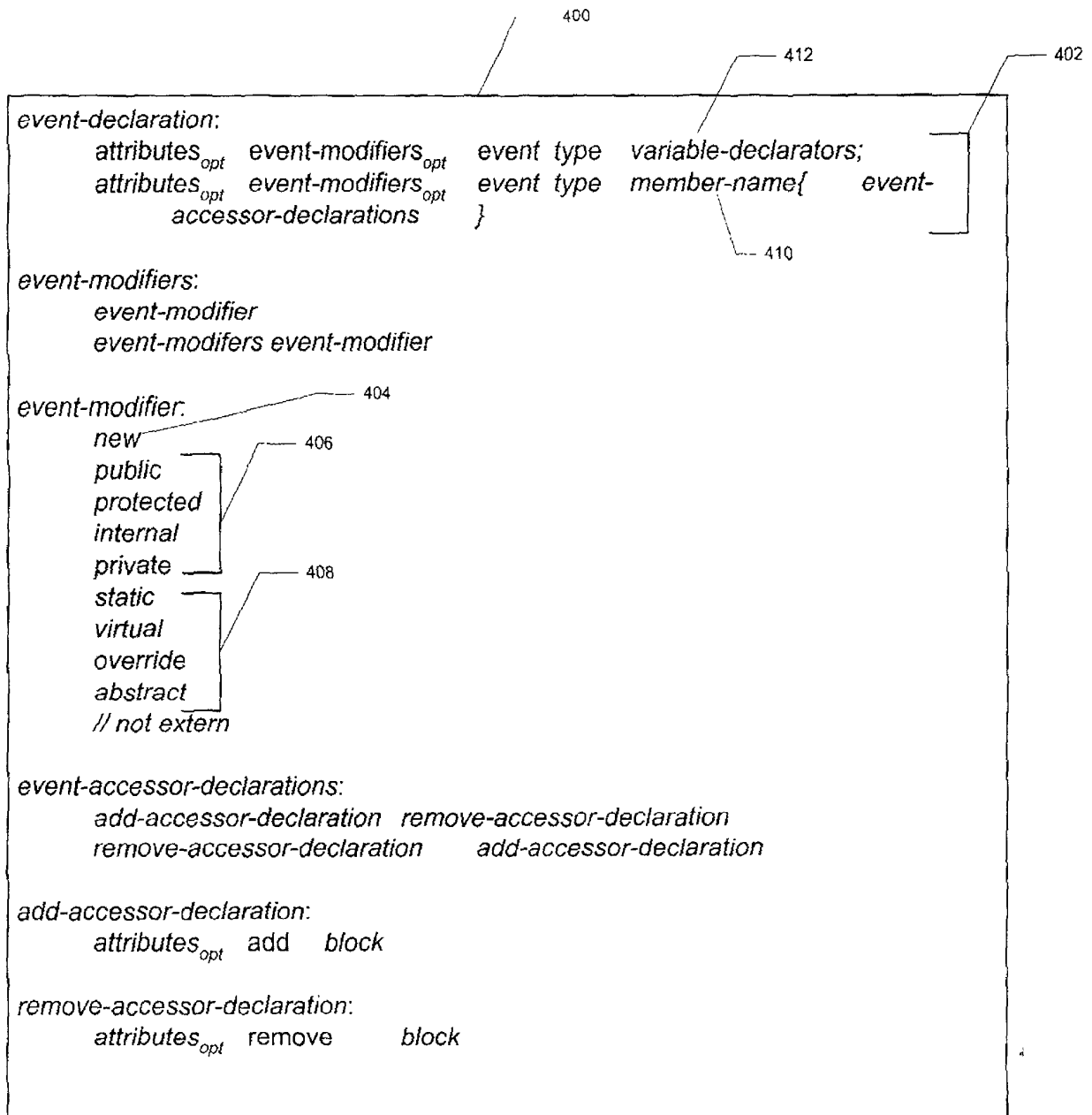
    Button Button1 = new Button();

    void Button1_Click(object sender, EventArgs e) {
        Console.WriteLine("Button1 was clicked!");
    }

    public void Disconnect() {
        button1.Click -= new EventHandler(Button1_Click);
    }
}
```

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**FIG. 3**



**FIG. 4**

delegate EventHandler(object sender, EventArgs e)

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class EventArgs()

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```
class Button
{
    public event EventHandler Click;
    public string Caption;
    protected void OnClick();
    public void SimulateClick();
}
```

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```
class Form
{
    public Button OkButton;
    public Button CancelButton;

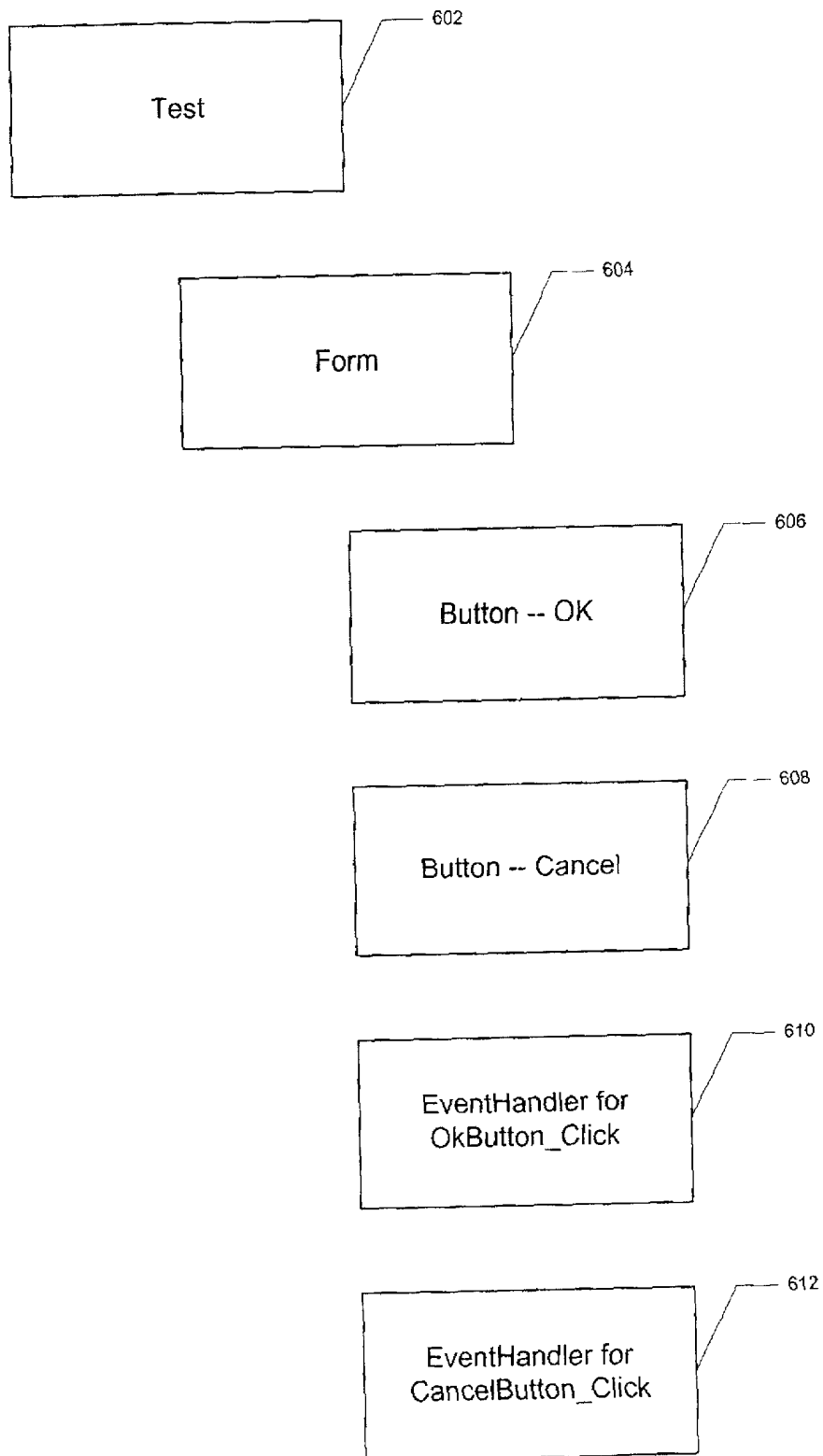
    void OkButton_Click(object sender, EventArgs e);
    void CancelButton_Click(object sender, EventArgs e);
}
```

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```
class test
{
    static void Main;
};
```

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**FIG. 5**



**FIG. 6**